

I claim:

1           1. A method of playing a video game comprising the steps of:  
2                 maintaining a library containing a plurality of series of non-identical,  
3           time sequenced images, with each series depicting a different event, and with at least  
4           two images in each series, the images in each series identified as a first time image  
5           for the earliest image in the time sequence, a second time image for the second  
6           earliest image in time sequence, etc.;  
7                 providing an array of frames arranged substantially in a prescribed  
8           arrangement;  
9                 displaying in a selected frame a selected one of the first time images  
10          from said library;  
11                 displaying in another selected frame a selected one of the second time  
12          images from said library;  
13                 establishing as a first winning condition the display in the selected  
14          frames of one of the series of time sequenced images depicting an event.

1           2. A method according to claim 1 wherein said library contains at least three  
2           series, wherein there are at least three images in each series, and wherein the array  
3           includes at least nine frames arranged in at least three vertically oriented columns  
4           and at least three horizontally oriented rows.

1           3. A method according to claim 2 comprising the further step of establishing  
2           as a second winning condition the display in the frames diagonally extending  
3           through the columns and rows one of the series of time sequenced images depicting  
4           an event.

1           4. A method according to claim 1 wherein each of the events comprises a  
2           sports activity.

1           5. A method according to claim 4 wherein each of the events comprises a  
2           race activity.

1 6. A method according to claim 4 wherein each of the events comprises a  
2 football game activity.

1 7. A method according to claim 1 comprising the further step of providing a  
2 secondary game by which a second winning condition may be attained if said first  
3 winning condition is attained, said second winning condition being different from  
4 said first winning condition.

1 8. A method according to claim 6 comprising the further step of providing a  
2 secondary game by which a second winning condition may be attained if said first  
3 winning condition is attained, said second winning condition being different from  
4 said first winning condition.

1 9. A method according to claim 8 wherein said secondary winning condition  
2 comprises a football game scoring play.

1 10. A method according to claim 1 comprising the further step of awarding a  
2 prize to a player of the game who achieves said winning condition.

1 11. A video game apparatus comprising;  
2 means for maintaining a library containing a plurality of series of  
3 non-identical, time sequenced images, with each series depicting a different event,  
4 and with at least two images in each series, the images in each series identified as a  
5 first time image for the earliest image in the time sequence, a second time image for  
6 the second earliest image in time sequence, etc.;  
7 means for providing an array of frames arranged substantially in a  
8 prescribed arrangement;  
9 means for displaying in a selected frame a selected one of the first  
10 time images from said library;  
11 means for displaying in another selected frame a selected one of the  
12 second time images from said library; and  
13 means for identifying as a first winning condition the display in the  
14 selected frames of one of the series of time sequenced images depicting an event.

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1           12. A method of playing a video game comprising the steps of:  
2                 maintaining a library containing at least three series of non-identical,  
3 time sequenced images, with each series depicting a different event, and with at least  
4 three images in each series, the images in each series identified as a first time image  
5 for the earliest image in the time sequence, a second time image for the second  
6 earliest image in the time sequence, a third time image for the third earliest image in  
7 the time sequence, etc.;  
8                 providing an array of at least three frames in a prescribed  
9 arrangement;  
10                displaying in a first selected frame a selected one of the first time  
11 images from said library;  
12                displaying in a second selected frame a selected one of the second  
13 time images from said library;  
14                displaying in a third selected frame a selected one of the third time  
15 images from said library;  
16                establishing as a first winning condition the display in the three  
17 selected frames of one of the series of time sequenced images depicting an event.

1           13. A method according to claim 12 wherein said three selected frames are  
2 located adjacent to each other in said array.

1           14. A method according to claim 12 wherein said first selected frame is  
2 located to the left of said second selected frame, and wherein said second selected  
3 frame is located to the left of said third selected frame.

1           15. A method according to claim 12 wherein each of the events comprises a  
2 sports activity.

1           16. A method according to claim 15 wherein each of the events comprises a  
2 race activity.

1 17. A method according to claim 15 wherein each of the events comprises a  
2 football game activity.

1 18. A method according to claim 12 comprising the further step of providing  
2 a secondary game by which a second winning condition may be attained if said first  
3 winning condition is attained, said second winning condition being different from  
4 said first winning condition.

1 19. A method according to claim 17 comprising the further step of providing  
2 a secondary game by which a second winning condition may be attained if said first  
3 winning condition is attained, said second winning condition being different from  
4 said first winning condition.

1 20. A method according to claim 19 wherein said secondary winning  
2 condition comprises a football game scoring play.

1 21. A method according to claim 12 comprising the further step of awarding  
2 a prize to a player of the game who achieves said winning condition.

1 22. A video game apparatus comprising:  
2 means for maintaining a library containing at least three series of  
3 non-identical, time sequenced images, with each series depicting a different event,  
4 and with at least three images in each series, the images in each series identified as a  
5 first time image for the earliest image in the time sequence, a second time image for  
6 the second earliest image in the time sequence, a third time image for the third  
7 earliest image in the time sequence, etc.;

8 means for providing an array of at least three frames in a prescribed  
9 arrangement;

10 means for displaying in a first selected frame a selected one of the  
11 first images from said library;

12 means for displaying in a second selected frame a selected one of the  
13 second images from said library;

14 means for displaying in a third selected frame a selected one of the

15 third images from said library; and  
16 means for identifying as a first winning condition the display in the  
17 three selected frames of one of the series of time sequenced images depicting an  
18 event.

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